Myth module E1 for MYFAROG

The Depths of Darkness

By Eddie Worrell

Mythic Fantasy Role-playing Game by Varg Vikernes

Acknowledgements

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Foreword

This official Myth Module is for use with MYFAROG 4.0 by Varg Vikernes. It is designed for an Adventurer Party (AP) of three or more level 1 characters. The aim of this Myth is to give the Myth Master (MM) and the players the foundations for a Myth that should last several hours, which may even blossom into a campaign.

In *The Depths of Darkness*, the Adventurers begin the Myth as former High or Common Men who have been captured and enslaved by a despicable band of ruthless pirates that wreck havoc on the Priþenian coastline. The actions, decisions, and some luck along the way, will decide the fate of the Adventurer Party. As a MM, it is worth encouraging the players to add a back-story and background to their characters, and if they are all in-game siblings or family members, their characters can be reward with an extra *talent*. In such a scenario, it might be appropriate to allow characters played by more experienced family members (father, uncle, etc.) to start at a slightly higher level. This should also encourage some good role-play; perhaps the family was out on an adventure or a hunt before

being captured by the marauding pirates?

This Myth Module should serve to give newcomers to MYFAROG and more experienced role-players a feel for the setting and system. The MM is free to add, change, or remove any part of this Myth that he sees fit. All characters, concepts, and organisations in this Myth are completely fictitious.

Have fun and good gaming!

The Depths of Darkness

Location: Source Island, Priþeniô.
Month: Þrymheimr the 11th (-3 temperature)
Weather: Clouded & Light Drizzle
Wind Direction: Gentle Breeze
Wind Strength: Westerly (+0 temperature)
Morning Temperature: +6C (**Day**: +15, **Evening**: +12, **Night**: +6). The Myth Master can randomly determine the weather conditions using page 81 in the MYFAROG rulebook.

This Myth takes place on Source Island, which is a part of a region called Priþeniô. Source Island is situated in the Dawnsea and around 10 miles from the closest point of mainland Priþeniô. Source Island is large, extremely mountainous with rugged highlands and mixed woodlands, and full of inlets and natural harbours. There are no settlements along the coastline of Source Island or in its interior, but there are scattered remains of colonies from ages gone by. Perhaps there are still people living on the island, such as sparse groups of Wood Elves that decided to isolate themselves? The MM can decide. Source Island is home to an ancient mine, which is said to have been used by Antediluvian cults thousands of years ago in an age long forgotten

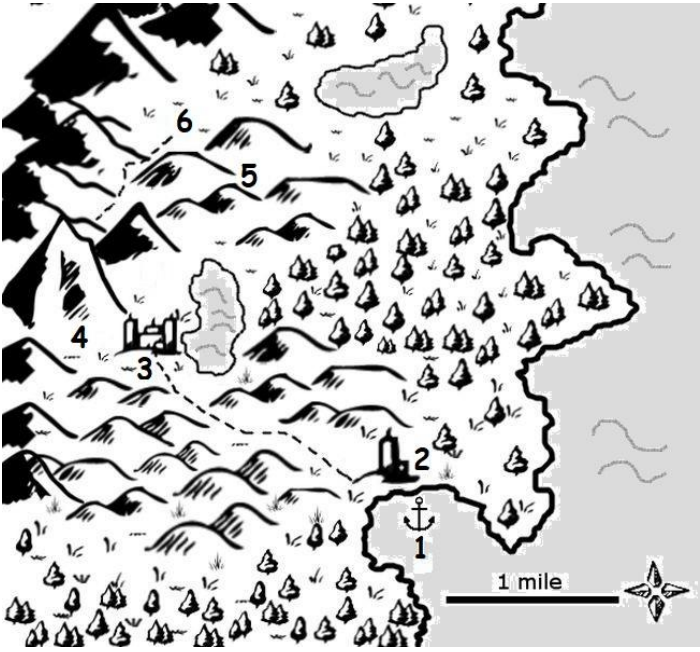
in the minds of common men. In more recent times, a band of notoriously malicious pirates, completely sans benevolence and honour, have, for the most part, controlled much of the area around the Dawnsea by attacking merchant ships, kidnapping children, and using the able-bodied as Thralls. They carry out all fiendish acts associated with piracy, and are greatly feared even by other Lesser Men. It is rumoured the pirates trade the young Thulêans in the faraway desert land of Akadê.

The pirates are led by a treacherous and tainted 27-year-old Common Man named Eirik Úthlaupsmadr. He and his men have seized control of the mine and have built an encampment in the nearby area. Activity in the mine is ever-increasing, which is perhaps a sign that Eirik is finding enough metal to make his stay there profitable. The Thralls, many of whom were former High Men and Common Men, are forced to work with the sole aim of finding precious metals and gems. The pirates think nothing of enslaving other Lesser Men to work in the mine. Eirik's partner in crime is a terribly unsightly Lesser Man named Ah-Khum, who has no qualm whatsoever in enthralling his own

kind, as he is driven first and foremost by greed.

"Only he who wanders can find new paths."

Eirik occasionally uses his prisoners as bait laden with aurichalcum to draw the attention of nearby roaming Forest Ettins. In this manner, the Forest Ettins are drawn to the precious metal before being hunted by the pirates for their ettin stone heart amulets. Once a month, and out of pure malice, the ettin stone heart amulets are placed on the two Thralls that have mined the *least* amounts of metal. They are tied together until the ettin stone hearts react and explode, killing the unfortunate Thralls.



Key

1 – The Harbour
2 – The Boat House
3 – The Mining Encampment
4 – The Entrance to the mine
5 – Escape route from Chamber 21
6 – Escape route from Chamber 23

Eirik Úthlaupsmadr

Thirteen years ago, Eirik murdered a noble boy called Bovus. Both were 16-years-old at the time and members of the same village. This sad tale began when a young maiden, who Eirik desired to court, paid no heed to him, for she was already in love with Bovus. In time, darkness so seldom seen in the minds of High Men and Common won him over instead of her love. Alas, he was changed forever, and one day, whilst Eirik was out hunting, he cruelly slew Bovus with an arrow to the heart, and he laughed wickedly all the way home.

Many members of the tribe pointed the finger at Eirik, but some pleaded that a dark and malevolent spirit had possessed him. Nevertheless, the May King ordered him to be executed and that compensation was paid in full to the family of Bovus. On the day of his execution in the name of TîwaR, a cruel twist of fate enabled him to escape, for on that morning, the village was beset by waylaying pirates. All of the Lesser Men were killed, but amidst the fighting, Eirik managed to escape with a short-seax and a sack of food. The rest of the tribe tried in vain to track him down, but they were

unsuccessful, for the weather turned stormy and his tracks were well-covered. Eventually, they believed that nature had served swift justice to Eirik, but it did not, for he came across a hidden enclave of outlaws and pirates. He joined them and began his trade as a violent pirate and outlaw with little care for anyone other than those who shared his dishonourable and malevolent way of life.

Thulêan Law and Justice

Thulêan Law and Justice works in a very different way to our own.

Blood-bond

In Thulê, it is very likely that you will adventure and travel with family members and/or very good friends. After all, they are the people in life most likely to have your back in a conflict. Gold coins do not motivate Thulêans but blood and *hamingja* (honour) do.

"Blindest is he who doesn't want to see.

Eirik Úthlaupsmadr, Pirate Leader	
Age	27
Height / Weight	6'2 / 185 lb.
Size	+1
Character Role Skills Proficiency +4	
Acrobatics Mêlée Missile Riding Seamanship Stamina (+12)	
Trained skills Proficiency +1	
Acting Social Skills	
Combat Modifications	
Fright mod	+0
OV (MÊ)	+5
DV (MÊ)	+16 (+17 MI)
Dodging	+1
HP	24
Tempo	+45
Weapons & Armour	
Winged Spear	
Damage	D8+1
Cut / Shock	-1/+1
Initiative	+4
2 Throwing Axes	
Damage	D8
Cut / Shock	+0/+0
Base Range	10'
DV (MÊ)	-2
Medium Shield	
DV (MÊ)	+2
DV (MI)	+3
MS	-2
Boiled Leather Armour (+2 DV), **Helmet** (+1 DV)	

Eirik's relationship to the AP

Eirik is *hostile* towards the AP and views them as Thralls to work in the mine and nothing more.

The Harbour

The AP begin this Myth wearing nothing more than linen tunics covered in filth and well-worn shabby leather boots. They are onboard a slave ship on its voyage to reach a natural harbour to the south-west of Source Island. They have been manning the oars for two hours and to reflect this, each character loses a total of 8 SP. Will they have the chance to rest in order to regain some SP?

Eirik is the captain of the boat and is onboard with a notable boatswain name Gann. There are also ten other Thulêan pirates, the AP, four noble boys (aged 10 – 12), two noble girls (aged 12), and three High Men (aged 18 – 22). The MM can also add in some cargo, goods, wooden barrels and crates, wares, etc. as he sees fit to represent the loot and plundering done by the pirates over the course of the past week.

Eirik steers the ship up a wide river with woodlands on either side. After a few miles, the

ship reaches a rather large bay with a wooden-harbour and a boathouse. At the lakeside harbour, there are three other ships; one the same size as Eirik's (owned by Ah-Khum) and two smaller vessels. Several younger pirates are gathered near the boathouse as the ship rolls in. They are in high spirits, as several of them are drinking ale and grog. Any adventurer who is paying attention to the boathouse may hear (Perception DD 12) a despicable pirate forcing himself on someone.

Cast-Iron Shackles

All of the Thralls are burdened with cast-iron shackles around their feet to inhibit movement. This means they can *only* walk; dodging, jogging, etc. are impossible to perform whilst in shackles. Nevertheless, when the Thralls mine for ore, they do not have shackles around their hands, as it would make mining much more difficult. Eirik, Ah-Khum, and Gann, are the only pirates who possess keys to unlock the shackles. Thralls may attempt to break the shackles with their pick-axes, but with armed pirates in every chamber in the mine, it might not be the best of ideas…

Gann Borvoson

Gann is a 20-year-old Common Man from the village of Coast in Priþeniô. He is tall (6 ‘4) and rather strong. He has kind, deep-set, blue eyes and a sturdy chin. He appears somewhat more sympathetic than the majority of the pirates on Source Island, and even though he is an outlaw, he does not quite yield the same malevolence as Eirik and the others. Gann is *suspicious* towards the AP. He only eats meat; fresh from the bone, if possible. He once ate some meat with fennel, given to him by a Lesser Man merchant named Alhib. Subsequently, he was sick to the core for three days straight and now claims that merchants like Alhib bring fennel to Thulê in an attempt to weaken Men and make them more docile (he might tell this to the AP as they eat only bread or scraps given to them…)

Pet names for the Thralls

The pirate leaders and novice pirates possess a variety of names and terms of endearment for the Thralls, which include filth, scum, maggot, dog, beast, swine, urchin, swab, etc.

“A cleaved head can no longer plot.”

Gann Borvoson, Level 2 Pirate	
Age	20
Height / Weight	6'4 / 207 lb.
Size	+1
Character Role Skills Proficiency +1	
Acrobatics Mêlée Missile Stealth	
Trained skills Proficiency +0	
Acting Social Skills	
Combat Modifications	
OV (MÊ)	+2
DV	+14 (+15 MI)
Dodging	+1
HP	19
SP	10
Tempo	+40
Weapons & Armour	
Winged Spear	
Damage	D8+1
Cut / Shock	-1/+1
Initiative	+4
2 Throwing Axes	
Damage	D8
Cut / Shock	+0/+0
Base Range	10'
DV (MÊ)	-2
Small Shield	
DV (MÊ)	+1
DV (MI)	+2
MS	-1
Boiled Leather Armour (+2 DV), **Helmet** (+1 DV)	

"He who starts a fight had better do the fighting himself."

Novice Pirates	
Age	16 - 22
Height / Weight	≈ 5'9 / 150 lb.
Size	+0
Character Role Skills Proficiency +1	
Acrobatics Mêlée Missile Riding Seamanship	
Trained skills Proficiency +0	
Stealth	
Combat Modifications	
OV (MÊ)	+1
DV	+14 (+15 MI)
Dodging	+1
HP	14
SP	8
Tempo	+40
Weapons & Armour	
Curved Short Sword	
Damage	D6, -2 DV
Cut / Shock	-2/+2
Initiative	+0
2 Javelins	
Damage	D6
Cut / Shock	-1/+1
Base Range	25'
DV (MÊ)	+4
Small Shield	
DV (MÊ)	+1
DV (MI)	+2
MS	-1
Boiled Leather Armour (+2 DV), **Helmet** (+1 DV)	

"One volunteer is worth a dozen pressed men"

The Journey from the Harbour to the Mining Camp

Eirik, Gann, and the other pirates begin to order the Thralls to unload the ship and hand the wares to the novice pirates. From the harbour, the Thralls and the booty are led almost two-thousand feet up a hill and then down into a valley with a large lake next to a mining camp in the distance. Most of the journey is uphill and the terrain is rather rocky and sharp, so the AP have to tread carefully and test Acrobatics against DD 8 twice.

Eventually, the AP should (hopefully) make it down the other side of the hills and begin walking towards the mining encampment. It consists of three rather large longhouses (where the pirates sleep) and two rather shabby-looking buildings (sleeping quarters for the Thralls). There are several smaller buildings which act as warehouses for stolen booty, wares, ore, gems, food, barrels of ale, etc.

In the middle of the mining encampment there is a circular pit which is used for fighting. Several animal pens are next to the Thrall cabins holding domesticated animals such as pigs, cattle, and

chickens. The camp is extremely busy and there are several pirates ordering Thralls to make wooden mine shafts out of freshly cut timber. Around six-hundred feet from the encampment, there is a large mountain range with an entrance to the mine.

The AP are led to the entrance to the mine where they are met by Ah-Khum. He gives each of the Thralls a pickaxe and orders them to find a certain amount of ore each day so as not to receive beatings from the outlaws. All sorts of metal can be found in the mine, in small and in large quantities, even silver and gold. It is also known that semi-precious and precious gems can be found deep within, but there is no need to reveal this to the AP at the beginning. The entrance is supported by some timber beams and they continue down the first shaft, which goes on for about three-hundred feet before opening out to Chamber One. All Thralls spend around six hours a day in the mine in two different shifts of three hours. 2 SP are spent every hour, so the chances are likely that the Thralls will end the day feeling at least *tired*. The adventurers must test to see if their pickaxes stay in good condition every 2 hours. Roll a D20; on the roll of a 1,

check on the damaged weapon chart in the rulebook to see what happens next. The Thralls are somewhat expendable, but Eirik still prefers to keep them from starving to death.

Ah-Khum

Ah-Khum is a huge, swarthy, and terrifyingly ugly Lesser Man from Akadê. His face is covered in hideous scars, which combined with his great size and a peg-leg, give him a fearsome appearance. In the same way that Eirik cares very little for his own kind, Ah-Khum shows no affection towards his fellow Lesser Men. His sole purpose in life appears to be centered on inflicting misery on others via pillaging, rape, murder, and enthrallment. He is an utterly despicable and loathsome character. He and Eirik seem to have a mutual respect for each other; most likely because they are both so dishonourable and abhorrent. Ah-Khum is *hostile* towards the AP and views them as nothing more than feral beasts.

Ah-Khum, Pirate Leader	
Age	38
Height / Weight	6’8 / 250 lb.
Size	+2
Character Role Skills Proficiency +2	
Acrobatics Mêlée Missile Riding Seamanship Stamina (+10)	
Trained skills Proficiency +1	
Acting Social Skills	
Combat Modifications	
Fright mod	-2
OV	+5
DV (MÊ)	+16 (+15 MI)
Dodging	+0
HP	25
Tempo	+30
Weapons & Armour	
Curved Short Sword	
Damage	D8
Cut / Shock	-2/+2
Initiative	-1
2 Throwing Axes	
Damage	D8
Cut / Shock	+0/+0
Base Range	10’
DV (MÊ)	-2
Small Shield	
DV (MÊ)	+1
DV (MI)	+2
MS	-1
Boiled Leather Armour (+2 DV), **Helmet** (+1 DV)	

Stamina and Resting

In the first three hours of the day, the Thralls should spend a total of 9 SP (1 SP every 20 minutes) before being allowed a 40 minute rest (regaining 2 SP). In the following three hours the AP will lose another 9 SP, so if at any stage they reach 0 SP, they will reach the next stage of fatigue i.e. from rested to tired, tired to weary, etc. If a character becomes tired or worse, he must test his Wil in order to continue the tasks. If an adventurer does not find enough ore during the day, he will be forced to mine for a further two hours. If he is still unable to find any ore, he will receive a beating from one of the pirates and loses D3 HP (unless he has enough physical resistance to negate any wounds). Thralls that manage to find enough ore will be fed. Those who do not find enough ore or none whatsoever, are given a minimal amount of food, i.e. not enough to warrant the recuperation of any lost HP as they rest. Six hours sleep and a day ration of food are required to regain 1 + CON amount of HP during the night and to lose a status of fatigue (i.e. from weary to tired).

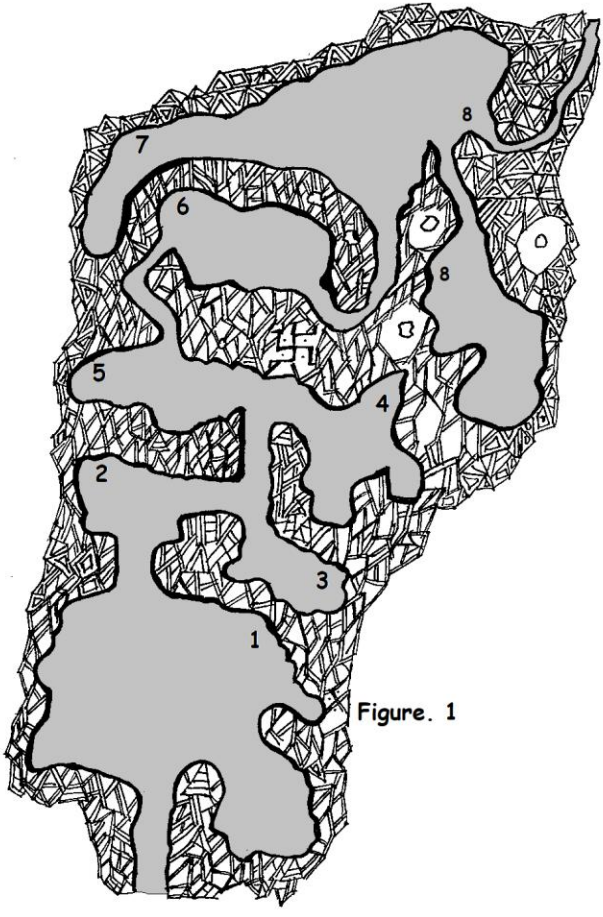


Figure. 1

The mine of Source Island

The mine of Source Island is ancient, extremely large, and extensive, and even though they have been used by Eirik's Thralls over the course of the past several months, they have only discovered a small fragment of the mine—or so is rumoured. Perhaps the pirates have indeed ventured further into the mine but were terrified by creatures that lurk in the nevermost darkness? The MM can decide. Should the AP ever be set free or somehow become free, they may venture into the Depths of Darkness, if they so wish to…

Chambers 1 to 8

These eight chambers are primarily used by the Thralls, as they endeavor to find ore and precious gems. The first time the AP enter the mine, they will not know how extensive it really is. Chamber One is rather large and where most of the Thralls congregate, since they prefer not to walk too much with their cast-iron shackles on. The other chambers vary in size but are all well lit by several lanterns placed in each one (the oil is refilled when needed). Young pirates guard each chamber on shifts to make sure that the Thralls make no mischief; the novice pirates are

permitted to attack and kill Thralls that refuse to mine, attack them, etc.

Unknown to the AP, certain chambers are better than others for mining. It is possible to obtain precious metals and stones in certain chambers with more ease than other chambers. Perhaps the AP will discover this by moving to other chambers if they have no luck with mining in the lower chambers? There is not much of interest in Chambers One to Eight in terms of features of phenomena, but to the east of Chamber 8, there is an entrance to a tunnel, which is often guarded by novice pirates. Near the tunnel, there are heaps of dry stick-wood.

Mining for Ore

At the end of every hour, each member of the AP can roll on the charts in order to find ore and precious stones. This means they can roll *no more* than 6 times per day. Of course, if a pick-axe is damaged or broken, it might mean they can roll fewer times than normal.

D20	Mining for Ore Result
1 – 12	Nothing
13 - 14	Tin
15 – 16	Lead
17	Copper
18	Silver (D6: 1 – 3) Gold (D6: 4 – 6)
19	Semi-precious Stones and Precious Stones
20	Special (includes 19, roll for stones)

Chamber	Mod. to D20 when mining
1	-3
2	-2
3	+1
4	-1
5	+0
6	+3
7	+2
8	+1

D20	Amount of Ore Discovered
1 – 10	1 oz
11 – 12	D3 oz
13 - 14	D6 oz
15	6 oz
16	4 Marks
17	4 x D6 Marks
18	4 x D12 Marks
19	1 Bowl-Pound
20	D6 Bowl-Pounds

"Better an empty pouch than wrongly gotten gold."

Chamber	Mod. to D20 when rolling for amount of ore
1	-3
2	-2
3	+1
4	-1
5	0
6	+3
7	+2
8	+1

D20	Semi-precious and precious stones	Weight
1 – 3	Amber	6D6
4 – 5	Quarts	4D6
6 – 7	Agate	4D6
8 – 9	Pearl	3D6
10 – 11	Onyx	4D6
12	Heliotrope	4D6
13	Moonstone	4D6
14	Spinel	4D6
15	Amethyst	4D6
16	Ruby	2D6
17	Topaz	2D6
18	Emerald	2D6
19	Sapphire	2D6
20	Diamond	2D6

D20	Special Result
1 – 2	The cave wall breaks and D3 Skeletons appear
3 - 4	The cave wall breaks and D3 Nârs appear
5 – 11	Finds 4D6 Sapphire
12 - 17	Finds 4D6 Diamond
18 - 20	Finds the 'Ring of Stars'

The Ring of Stars

The Ring of Stars is an Antediluvian object crafted millennia ago. It grants the wearer a permanent 50′ radius of light (visible to all) which banishes darkness. If the AP find it, will they try to keep it for themselves? The ring has strange runes engraved on it. Any adventurer can test Rune Lore against DD15 to understand the effects of the ring without having to put it on to find out for himself. It has a real value of 20 gold

"Have I found enough ore for today?"

Generally speaking, Thralls are expected to find at least some ore per day to avoid beatings and being blacklisted for the Full-Moon Ettin Terror. The amount of ore found depends on the quality of the metal, since an ounce of tin does not yield the same value as an ounce of gold. Ten or more oz (≥ 10 oz) of tin or lead is considered an acceptable amount per day, whereas ≥ 5 oz of copper is considered to be an acceptable quantity. Any amount of silver, gold, or semi-precious and precious stones are enough to keep Eirik and Ah-Khum happy for that day.

The Tale of Gann

Whenever Gann passes by the AP, he will ask them to recite poetry or to sing a song for him, since he loves nothing more than to hear good poetry and song. Singing against DD15 and Poetry against DD16 are required to please Gann. A success in either is enough to improve Gann's mood and increase his relationship to the adventurer by *one*. A critical failure results in the relationship being reduced by one but never worse than *suspicious*, unless the AP threaten or try to attack Gann. The relationship between the AP and Gann can never increase or decrease more than once in a single day.

If Gann becomes friendly towards the *AP*, he will tell them how he wishes for them to find him a sizeable (6+ carat) semi-precious or precious stone to craft in his long-sword. Eirik and Ah-Khum keep the stones for their own purposes which causes Gann to bears some resentment. If the AP hand over a 6+ carat semi-precious or precious stone to Gann, his relationship to the AP will automatically change to *affectionate*. Gann's dream of having a beautiful, ornate long-sword is a step closer to becoming a reality, and as a consequence, he will

offer them a chance to escape thralldom! Gann tells them that the only way they can do this is by journeying through the mine and *somehow* finding a way out. He mentions that the encampment is too heavily guarded (even at night time) for the AP to realistically fight their way free or somehow slip by unnoticed (they are free to try).

The day after Gann receives the semi-precious or precious stones, he will arrange for the AP to go to Chamber 8 during his late-afternoon shift. Gann knows that the adventurers are disposable, and thus thinks little of letting the AP wander off into the depths of the mine since their fate is not of his immediate concern. He arrives with a mule (normally used for ore), laden with sacks, and gives each member of the AP a long-seax, a small wooden-shield, a shoulder sack containing two skins full of water, three day-rations, two bandages, eight torches, and two bow drills.

When Gann arrives he relieves the novice pirates of their guard duties. He then unlocks the heavy, cast-iron shackles and asks the adventurer with the highest Str. modifier to hit him on the back of the head, so as to feign their escape. Gann knows

that Eirik is unlikely to send novice pirates to pursue the AP, but he also knows that it will be very difficult for the adventurers to find a way out. He will pretend to be unconscious for a while (unless he actually is…) before reporting what has happened to Eirik and the other pirates. Eirik will believe Gann's story on DD 6 Ah-Khum will believe Gann's story on DD 8.

"They struck me good from behind, boss…"

If either Eirik or Ah-Khum do not believe Gann's story, they will become suspicious and ask him further questions before searching the armoury to discover the missing items (which the AP now possess). Gann might admit to setting the AP free in exchange for the precious stones. If he does this, cast a D6: On a 1–2, he is killed by Ah-Khum on the spot in cold-blood, and on a 3-6 Gann, fearing for his life, collects his possessions and goes to Chamber 8 and then beyond; further and deeper into the mine, where he might eventually even come across the AP.

Full-moon Ettin Terror

Once a month, during the full-moon, Eirik and the pirates chain the least productive Thrall to a tree laden with Aurichalcum to attract Ettins. Eirik knows that Forest Ettins roam Source Island and that the precious metal tends to attract them. D6 Forest Ettins appear on the full moon and butcher the poor victim. The pirates usually massacre the roaming Yrchs and their numbers are normally replenished, for there is an Ogre Queen which drips new life every night. Roll a D6: 1–5 Yrch, 6 Forest Ettin (Ogre). As it is difficult and unrealistic to keep track of the amount of ore that *every* NPC Thrall mines over the course of a month, have the AP roll a D20 on the day of the full moon. On the result of a 1, the unfortunate adventurer has been chosen and their ill-fated fate has been sealed. This does not apply if they found some silver, gold, or precious stones on the very same day.

"The deities help those who help themselves."

Pit Fights

On Saturdays, the pirates are known to enjoy watching bare-fisted fighting between the Thralls. Those who take parts in fights, and do well, are usually rewarded with better food and drink. On a D6 roll of 1 or 2, one of the AP should be chosen to participate in the fights.

Encounters

Normally in Thulê, an AP can expect encounters any time of the day and night, all year long, without exception. A stealthy AP can use their skills to minimalize the chances of an encounter, whereas an AP with good tracking skills can use their abilities to increase the chances of having an encounter. Things work a little differently in this Myth. Beyond Chamber 8, the AP have entered the underworld realm of **Niflheimr.** World Lore against DD15 to see if any of the adventurers realise that they have entered the underground Dark Elf realm. Every two hours after the AP have gone beyond Chamber 8, roll for encounters as you would normally in MYFAROG. The MM casts 3D6 to see if contact has been achieved or not. If contact is achieved, roll on the D20 encounter table on the following page. **Note**: If Gann has joined the AP or has

been killed, count the encounter roll as contact *not* achieved. On a roll of ≤ 10 contact is achieved, whereas on a roll of ≥ 11 contact is not achieved.

"Generous and brave men live the best."

D20	Encounter
1	Eirik + two Novice Pirates
2	Ah-Khum + two Novice Pirates
3	Ah-Khum
4 - 8	D6 Novice Pirates
9	D3 Manteratos
10 – 11	Roll a D6: (1) – D3 Spiders, (2) – D3 Giant Rats, (3) – D3 Nârs, (4) – D3 Giant Bats, (5) – D3 Dark Elves, (6) – A Hulda
12 - 20	Gann appears (provided he is still alive). He will be benevolent and willing to escape with the AP! Have Gann follow the AP and their decisions, not the other way around. If Gann is dead, there is no encounter.

Keeping Track of Lighting

If the AP run out of light, the chances are they will not survive in total darkness. In a scenario in which the AP have no light, they can venture forwards by the means of crawling, if they wish to.

Resting and Sleeping

As the AP travel through the mine and Niflheimr, they may eventually become tired and wish to rest. The tunnels and chambers are shrouded in darkness (unless otherwise stated). The AP will have to decide when to rest and sleep depending on how much stamina they have used and their state of fatigue. The temperature in the mine and Niflheimr is around 13ºC and even warmer in some chambers. The AP do not suffer from the cold when they sleep and rest. Will the AP be able to make a fire? Perhaps, if smart enough, they might collect some fire-wood from Chamber 8 or in any other places where stated.

Will the AP encounter any creatures as they rest? There are certainly creatures in the mine, and more so in Niflheimr, but encounters are rarer than in Thulê proper. There is every chance that some pirates might pursuit the AP, which is why the MM should use the custom random encounter table for this Myth.

"A cleaved head no longer plots."

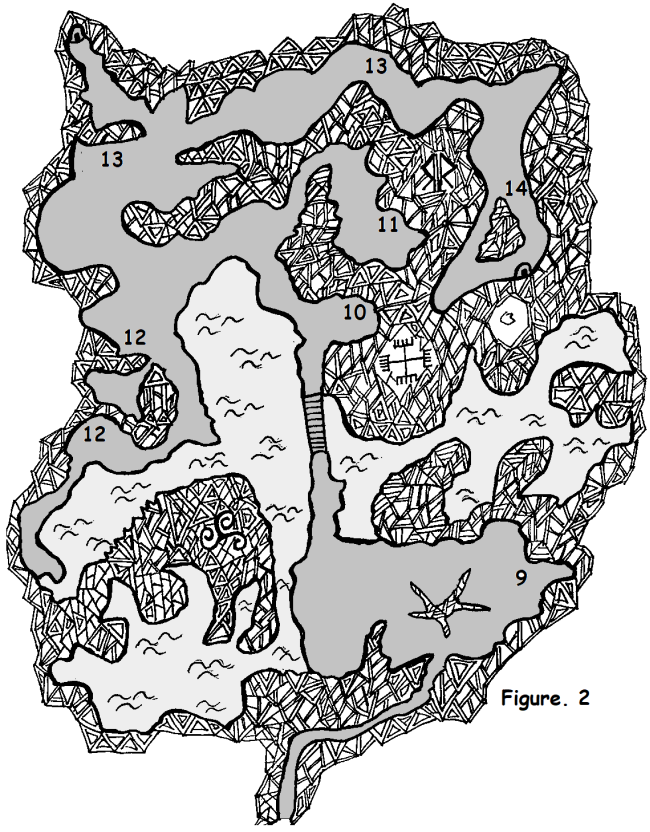


Figure. 2

Beyond Chamber 8

The tunnel from Chamber 8 to Chamber 9 goes on for a rather long way and underground for a few thousand feet. If the AP have no source of light, it will be in total darkness for them from there onwards. The tunnel is around ten feet in width and height, though it does increase and decrease in parts along its course. The colour of the stone is blue-grey and it is hard to the touch.

Chamber 9

There are faint shimmers of light coming from the west of Chamber 9. The light is inconsistent and flickers from time to time and the air is much fresher than in the previous tunnel. World Lore against DD 15 to see if the AP have understood that they have entered the realm of Niflheimr. If the AP venture to the right, there is very little to see of interest, and as the chamber veers to the west, the AP will come across some crystal-clear water. If anyone peers into the distance, they will see that the surface of the water glows before meeting darkness further beyond. There is no way for the AP to know how extensive the water really is, unless they try to swim in it. To the north, there is more water, which also glows eerily. It narrows, becoming

almost river-like until branching out further north where there lies an ancient stone bridge. From here, the water branches both to the left and right of the bridge; to the right it goes far further than the AP might be able to see with any light emitting objects such as torches or lanterns. Much the same can be said regarding the strange light to the left of the bridge.

Chamber 10, 11, and 12

Shortly after crossing the bridge, there is a convex bulge in the rock-face, which is large enough to host a hundred Thulêan men or more. Walking towards the ledge where the rock meets the water, the AP will see a lake and what seems to be an unnatural light emitting from wherever the water flows. Chamber 10 bends around to the north-east, eventually leading to Chamber 11, which is about twice the size of Chamber 10. Chamber 12 is composed of three different parts and ultimately leads the AP to two dead-ends (see the map). To reach the furthest part, the AP have to travel for several hundred feet; wasting more time, light, and stamina in the process…

Chamber 13 and 14

To the north of Chamber 12, the path meanders to the north-west and then to the north-east for several hundred feet. Chamber 13 is covered in stalagmites and stalactites, and in parts it is difficult to move due to the progression of the natural phenomena. To the east, there is a wide path that goes on for nearly three-thousand feet and then several hundred feet to the south towards Chamber 14. Further south it leads to an archway and tunnel (see the next section of the map). Back in Chamber 13, towards the north-west, there is a cavern, which is an extension of Chamber 13. At the end of this, there is large, natural archway and total darkness in all directions. There is an eerie silence that should make the AP feel uncomfortable, as if they have reached the edge of Thulê or the depths of the underworld. The only way to continue is to climb downwards, but it looks terribly difficult and who knows how far it descends? Perhaps the MM can decide should the AP decide to climb downwards. If the AP decide to drop a rock, they will hear a faint sound as it crashes to the bottom after more than ten seconds.

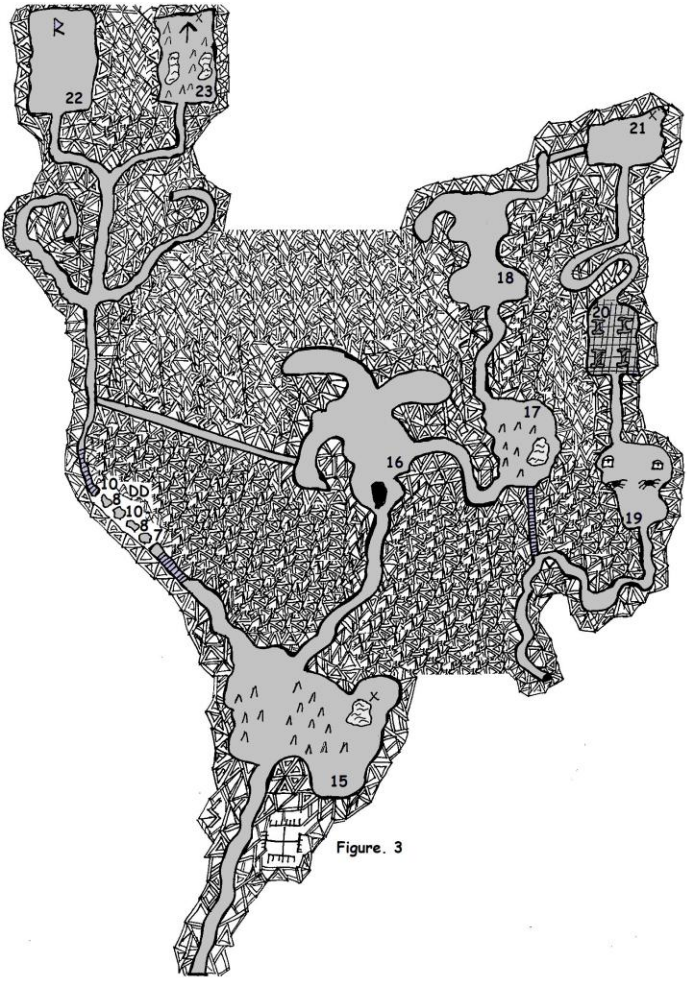


Figure. 3

Meeting Daegal

By this stage, the AP have travelled far into the **Depths of Darkness** and have little understanding of how much further they may need to travel or what awaits them further on. The AP know that finding a way out is difficult, yet easier than trying to fight against a horde of well-armed pirates at the encampment. Perhaps they might turn back to fight the pirates? Unknown to the AP, a Dwarf Lord named Daegal is lurking in the shadows in the tunnel leading to Chamber 15. The tunnel where the AP meet Daegal goes on for a further 1000 feet until it opens out to Chamber 15. Daegal is a hideous creature with pale skin, and pale eyes that emit light like eerie, unworldly lamps. His long, thin, white hair and a wispy white beard serve to heighten his ugliness and he is armed with a blue short-sword. Daegal views the AP with *suspicion*, but he will not attack them unless provoked or attacked, in which case he will call D6 Dark Elves to his aid (they arrive in D6 turns). He will probably notice that the AP are not terribly well-armed and clothed, and perhaps that they seem rather tired and hungry, if that is the case.

Daegal is not an evil being per se, and even though he does not appreciate nor like the presence of the Men, he is somewhat intrigued by their presence. He is well-aware that other Men have passed into his realm before and never left. Daegal considers Niflheimr to be his home. He views outsiders as unwelcome and wants the AP to either return to whence they came or perform a favour for him. For this reason, he tells the AP that there is creature that is threatening his very own existence, and that should the AP slay the creature for him and bring him its head as proof, he will show them a way out of his realm. Furthermore, he promises to reward every member of the AP with a Dark Elf quality weapon of their choice upon completion of his task.

The Challenges of Daegal

Daegal is a rather ambiguous character and he sees the encounter with the AP as the perfect chance to test his knowledge and skills (and quite possibly exploit the AP). He offers the AP a series of challenges and the promise of riches if they manage to beat him. Nevertheless, if they accept and go on to lose, each member of the AP must give Daegal one of their items. Upon

acceptance, Daegal challenges the AP to contests based on five different *skills*. After the type of challenge has been announced by Daegal, any member of the AP may try to equal or better him, but only one character can perform in each challenge. The MM should cast a D20 and add the modifiers as shown below for Daegal. Whoever wins three out of five bouts is declared the winner. In the result of a draw, the AP can choose which challenge should be repeated until there is a clear winner.

Challenge 1: Poetry +2
Challenge 2: Dancing +0
Challenge 3: World Lore +3
Challenge 4: Singing +1
Challenge 5: Forward Leap (Acrobatics) -1

Who decides the winner?

After Daegal announces the contest, a violet coloured cat (unlike any that the AP will have ever seen before in Thulê) appears out of the darkness and rubs its tail against the frail legs of the Dwarf Lord. Daegal claims that his pet cat will rub its tail against the winner of each individual challenge. The AP might decide to attack the cat (treat it as small game), but if they do so, Daegal will become *hostile* and call for aid!

If the AP lose, each member must give Daegal one of their items of their choice. If they refuse, D6 Dark Elves appear and attack the AP. If the AP win, Daegal will give them the following items:

Three purple vials that will cure any poison within D6 rounds

Three red vials that will heal 2D6 HP within 2D6 rounds

A Dark Elf quality long-sword that does an extra D3 damage against spiders and shimmers green when any arachnids are within 200 feet.

The AP know that Daegal is a Dark Elf and that he is (probably) the first one they have ever come across before. However, what is unknown to the AP is that Daegal, along with several other Dark Elves, are in fact renegades; formerly in the service of the unsympathetic deity, Loki! Daegal claims that a hideous creature has been sent to hunt down Daegal and his friends. If the AP wish to know more about the creature, have them make a Social Skills check against DD 16 to make him say as much as possible. Regardless of the Social Skills result, Daegal's relationship will **not** change to *hostile* and he will proceed to tell the AP where he last saw the creature. He is a rather tricky character and to represent this, he

may give the AP anything from very little information to everything he knows. Should the creature kill the AP, Daegal will not be affected in the slightest; it just means he will need to find another way to get rid of it himself!

Result	Consequence
Critical Failure	Daegal reveals nothing else to the AP.
Failure	He says that the creature prefers to be in dark places. Not very useful for the AP.
Semi-Success	Ie reveals that the creature is a corrupted and defiled version of his kind.
Success	He *also* says that the creature is a *Dvergarcob*; a horrific merger of a Dark Elf and spider in one bodily form! He claims that it is all the doing of WurþijôR; the nymph goddess of destiny and responsibility.
Critical Success	He *also* tells them that the realm of Loki is nearby and that they should enter with caution. He goes onto to tell them that he and some of the other Dwarven workers have run away from Loki and fear that the Dvergarcob has been sent to capture them. He mentions that Hel is currently in the home of Loki.

"A society grows great when old men plant trees whose shade they know they shall never sit in."

“Better to light a candle than to curse the darkness.”

Daegal, Level 14 Dwarf Lord	
Age	Unknown
Height / Weight	4 ‘ 5 / 122 lb.
Size	-1
Special Abilities	Night Vision
Skills	
Fortitude	+11
Perception	+0
Stamina	+16
Tempo	+30
All other skills	+6
Toughness	
Cold	+3
Disease	+2
Heat	+3
Poison	+2
Combat Modifications	
Fright mod	-1
OV	+8+ 1 (Enchanted)
DV	+19 + 1 (Enchanted)(+20 MI)
Dodging	+1
Damage	Weapon + 1
HP	38
Spells Known	D6
Spell Strength	Normal
Weapons	
Short Sword	
Damage	D8 + 1 (Enchanted)
DV	+1 (Enchanted)
Cut / Shock	-2 / +2
Initiative	+0

D6	Dwarven Curses and Gifts
1 – 2	Dwarf Sense
3 - 4	Gold Curse
5 – 6	Shadow Curse
1 - 2	Dwarven Spells
3 - 4	Replacement Item
5 - 6	Dwarven Ring

What now?

If the AP managed to get enough information from Daegal, they should know that the creature is a servant of Loki and that it is trying to make life hard for Daegal in Niflheimr!

Chamber 15

Daegal tells the AP that in order to find the creature, they must pass through three chambers by going firstly to the north, secondly to the east, and thirdly to the north. In Chamber 15, the path to the north-west leads to an ancient bridge (see Broken Bridge section). It is covered in stalagmites and stalactites and there is a pool of turquoise water to the east. Perception against DD 10 to spot an old skeleton slumped in the corner with a backpack next to it (marked by an X on the map and provided that they are in range to spot it). The backpack is in good condition and inside the AP will find three

torches, a tinderbox, a wooden flute, three bottles of ink, two bone quills, and *several* pieces of parchment paper which contain diagrams of some of the fauna and flora commonly found in Priþeniô (The MM can decide exactly what has been illustrated). Rune Lore check against DD 12 tells the AP that the skeletal remains belong to a traveller named Rhodri Burison from the Priþenian village of Beach, who carries a journal in his name. If the AP inspect the turquoise pool of water, they will realise that the water is in fact quite drinkable and very cool (Foraging against DD 8). The path to the north-east goes on and downhill for a good 2000 feet all the way to Chamber 16.

Bury the dead?

There is certainly nowhere to bury the skeletal remains in the mine or in Niflheimr. Nevertheless, and according to Thulêan custom, honourable men deserve to be buried so that they can be reborn. Even though the AP have their own lives to worry about at this stage, if they do the extremely honourable deed of taking the skeletal remains and burying them in a mound or shallow grave in open Thulê, they will be awarded with 1000 XP each for honourable

play! Should the AP take the skeletal remains (especially the skull and thigh bone) and some of Rhodri's possessions back to the Burison family burial mounds in the village of Beach, they are rewarded with 3000 XP each. All members of the Burison family will immediately become *affectionate* to the AP! Could this provide another adventure seed? You as the MM can decide!

Chamber 16

Chamber 16 is rather large with plenty of stalagmites and stalactites, and four paths which the AP may inspect. At the end of the lower-left path, there is a stone door covered in many runes. Rune Lore against DD 18 enables the adventurers to push the runes in the correct order for the door to slowly open up, revealing a secret upwards tunnel leading slightly to the north-west. The lower-right path swings around for a several minutes before opening out to another large chamber (Chamber 17).

"Prevention is better than cure."

Chamber 17

Chamber 17 is also covered in stalagmites and stalactites with a light turquoise pool to the east of the chamber. As the AP enter, a beautiful woman in a fur shirt cries out for help, as she lies helplessly slumped up on the ground against the rock-face near the entrance of the chamber. Upon closer inspection, the AP should notice that the Thulêan woman is quite badly wounded; she holds her stomach tightly with both hands, as if to stop the loss of blood. She wears a dark-green tunic stained with dark crimson blood; it contrasts strongly against her white-blonde hair, pale grey eyes, and slightly weathered porcelain-white skin. Perception check against DD 8 to notice she bears a *bow and arrow symbol* on her tunic. Any member of the AP with World Lore +1 or more knows that the young Thulêan woman is a member of *The Rangers* (if one of the AP members is a Ranger, he automatically knows this by default!). If all of the AP are High Men or Common Men, the female Ranger's relationship towards them will be *friendly*.

As she removes three bandages from a pouch on her belt, she will ask the AP if they are able to

stop her light bleeding wound as she introduces herself as Clovisa. She has a Healing skill of +1, so if any members of the AP have equal or better Healing than her, it might be a good idea for them to attempt the Healing instead of her. Healing can also be performed after having given treatment to stop a bleeding wound (it can also be given beforehand). An individual may receive healing **no more** than **once** per day; not once per adventurer who wishes to perform healing. In this context, it makes sense that the character with the highest Healing proficiency performs the skill on others. Characters whose Healing skill is at least equal to half of the proficiency of the most skilled healer may assist, and thus the healer is rewarded with a small bonus (See the 'Healing' section in the MYFAROG rulebook for more details).

If the AP tend to Clovisa's wounds, she will offer her two litre water-skin (more than half full) and three day-rations (stored in her shoulder-sack) to the AP. She then tells them that she is a Ranger (in case they did not understand this earlier) from the village of Rottenwood Bay in Priþeniô, and that her group of explorers was shipwrecked on Source Island before being

waylaid by Eirik and his pirates. She was the only member to escape and thus sought the highlands as refuge before being forced underground by an opening, which apparently appeared out of nowhere. Clovisa claims that she was attacked by a strange creature whilst she was resting, and upon lashing out at it with her short-sword, it fled the scene. She reveals that she did not get a good look of the creature before it returned to the darkness. If the AP manage to stop Clovisa's light bleeding wound and heal her, she will almost certainly join them on their venture and will be eager to hear their story on how they managed to escape enthrallment.

Note: Keep track of how the AP are currently armed and their current formation.

"He who becomes a sheep will be eaten by the wolf."

Clovisa, Level 2 Ranger	
Age	23
Height / Weight	5'10 / 143 lb.
Size	+0
Character Role Skills Proficiency +1	
Acrobatics Flute Playing Healing Missile Navigation Poetry Religious Tradition Stamina (+9) Stealth Swimming Tracking	
Trained skills Proficiency +0	
Acting Social Skills	
Combat Modifications	
Fright mod	+0
OV (MÊ)	+0
DV (MÊ)	+10
Dodging	+1
OV (MI)	+2
DV (MI)	+12
HP	14 (Currently at 9 with *light bleeding)*
Tempo	+40
Weapons & Armour	
Short Sword D8 Damage, DV-2, Cut/Shock -2/+2, Ini. +0	
Dagger D5 Damage, DV-2, Cut/Shock -2/+2, Initiative +0	
Long Self-Bow D6 Damage, Cut/Shock -1/+3, Initiative +4, Range 45	
Fur Shirt DV +1	

Chamber 18

Chamber 18 is rather large. To the north-east, there is a cul-de-sac with two skeletal remains. Amongst the bones, the AP can find two old rucksacks, which, when combined, contain the following items:

60 feet of hemp rope
An iron-grappling hook
Eight torches
A lantern with three pots of oil
A winged spear
A bronze helm and a sunhat
A self-long bow and a quiver with 18 arrows.

Surprise Attack!

A wight possessing the body of a dead High Man lurks in the shadows waiting for the AP to arrive in Chamber 18. The leading member of the AP must test Perception against DD 12 (if without a source of light) or DD 8 (if the AP has a source of light, such as a torch or a lantern). If the leading adventurer fails, he will be **Surprise Attacked** by the wight and therefore lose his dodge bonus for the first round. His MÊ DV is halved if he fails his Perception check or reduced to zero for a critical failure. If he carries a shield, he will still get a shield bonus provided his guard is up. Wights carry diseases, so anyone

that suffers at least a near miss for the first time, must cast a D6. If the result is a 1 or 2, the target must test his Disease Resistance against PL 7 + D6. Wights are particularly good (or nasty depending on how you look at it…) at draining Stamina Points from their targets. Check P. 171 of the MYFAROG rulebook for more details on this.

After the wight has made its attack, the AP should declare their actions and roll for initiative to see who gets to act first in the next round. If the AP manage to kill the wight, they can proceed further and attempt to carry out Daegal's quest. Upon searching the corpse of the wight, the AP will find: a sword scabbard of average quality with an iron short -sword in it, a leather belt with two pouches, and a somewhat torn, white, linen tunic. The AP will not get a moment to rest, as the Dvergarcob waits for its moment to attack.

"Seek never to draw to yourself in love-whispering another's wife."

Wight	
Age	32
Height / Weight	5’9 / 160 lb.
Size	+0
Special Abilities	Ettin Eyes
Skills	
Fortitude	+3
Stamina	n/a
Swimming	n/a
Tempo	+30
Toughness	
Cold	Immune
Combat Modifications	
Fright mod	-6
OV (MÊ)	+2
DV	+14 (+15 MI)
Dodging	+1
Damage	D4 or Weapon
HP	30
Weapons	
Short Sword	
Damage	D8
Cut / Shock	-2/+2

“Fear makes the wolf bigger than he is.”

Dvergarcob	
Age	n/a
Height / Weight	5'4 / 184 lb.
Size	+1
Skills	
Climbing	+14
Stamina	+18
Swimming	+0
Tempo	+40
All other skills	+0
Toughness	
Physical	1
Combat Modifications	
Fright mod	-3
OV (MÊ)	+2
DV	+11
Dodging	+2
Damage	D4 + Paralysing Poison PL 9
HP	18
Weapon	Natural

The tunnel north-east of Chamber 18

A tunnel goes north for a few hundred feet before coming to an abrupt end. Perception against DD 8 to notice another stone door covered in runes and Rune Lore against DD 14 to open the stone door and pass through. Beyond the door, there is a narrow, bridge-like tunnel with a vast abyss far, far below. The air is rather cold and stale; it is not a place where the AP would want to hang around for too long. Another rune-carved stone awaits the AP a few thousand feet at the end of the tunnel and there

they will need to make a Rune Lore check against DD 14 to open the door. The AP now finds itself in Chamber 21 if they pass onward.

Returning to Daegal

If the AP return to where they first encountered Daegal; the Dwarf Lord will be waiting for them in the same spot (unless several hours have passed). He is eager to learn if the AP have dealt with the Dvergarcob and asks for its head as proof. Upon showing him the head of the Dvergarcob, Daegal automatically becomes *neutral* to the AP; perhaps his relationship to them could improve or worsen with time if they are to encounter him again? He will ask each member of the AP what type of weapon they would like and then have them wait for thirty minutes. When he returns, he is carrying a Loki quality weapon (+1 damage) for each adventurer. If there are several members in the AP, Daegal will arrive with a fellow Dark Elf renegade, who carries the weapons instead of Daegal. If, at any stage, an adventurer mocks, taunts, or threatens Daegal, then the Dark Elf Lord's relationship will automatically be reduced to *hostile* in relation to that character,

and he will cast a Dwarven Curse on the unfortunate adventurer!

"Err, where is the way out, Daegal?!" & The Broken Bridge

Daegal tells the AP that they should head back to the large chamber (Chamber 15) with the turquoise pool, and then take the path which they have probably yet to discover (the north-west path towards the broken bridge). It goes on for some five-hundred feet to the north- west before giving way to what seems to be an Antediluvian bridge (250 XP to all adventurers who see it for the first time). The bridge goes on for a further five-hundred feet until it becomes clear to the AP that the remaining parts of it have been destroyed by an age-old collapse or perhaps something more sinister (the MM can decide). The bridge is made of well-elaborated stone, which becomes obvious if a torch or lantern is shone near the fine details and craftsmanship of the bridge. At the edge of the bridge, the adventurers can shine their torches down into the abyss, but they will see no surface below. If a character decides to cast down a torch or rock, it will fall for a good ten seconds before

reaching the bottom. The only way forward is to leap from the beginning of the bridge onto the pillar-like structures several times over until they reach the other side of the bridge. The AP could spend time using Perception in order to gauge the difficulty of each leap (reduce the DD by 1). The AP must test Acrobatics against the following DDs in order to safely cross to the other side: DD 5, DD 6, DD 8, DD 6, and DD 8.

"Constant dripping will wear away a stone."

Critical Failure and Failure

If a character rolls a critical failure whilst leaping from pillar to pillar, it means he fails miserably and falls down into the dark, deep chasm. A failure might mean the character reaches the edge and sways back and forth in despair; is there anyone on the same platform to pull him to safety? If so, have that adventurer perform a Strength check against DD 6 (add / subtract from the DD according to the target's size). A success or critical success might mean the target is hauled to safety. A semi-success might mean the adventurer must roll again with the same DD. A failure might mean the adventurer that tried to make the leap but loses his grip and falls

into the abyss. A critical failure could mean that the adventurer helping the leaping character loses his footing and also falls into the abyss! In this context, it makes sense that the strongest and most agile adventurers should leap first. Remind the players that they can use Power of Will if applicable to their character. It should be noted that on each segment of the broken bridge, there is enough space for three size -1 to +2 characters. When and *if* the AP reach the other side of the bridge, they will come across some stairs which lead upwards for some six-hundred feet. From there, there is a tunnel, and Perception against DD 6 shows a door to the right covered in runes. Rune Lore against DD 16 allows the adventurer to touch the runes in the correct sequence, thus opening the door. There is then a tunnel which goes on for nearly two-thousand feet and leads to Chamber 16.

"There is nothing sinister in sorcery, only in the hearts of men."

Chamber 17 Revisited

In the south-easterly corner of Chamber 17, there is a doorway covered by a rather large boulder. The AP can attempt to push it to one side. Any Adventurer who wishes to try, must make a Strength check against DD 16, adding any positive Str. modifiers from each Adventurer that helps him. In order to push the boulder to one side, at least a *success* must be achieved. If they fail, the AP can try as many times as they like, but they will spend 1 SP per round in their attempts to do so. For a semi-success, reduce the DD by 1 with cumulative effects until they succeed or fail. If they push the boulder to one side, they will notice a tunnel before them. It goes on to the south for some 500 feet before splitting into two; separate paths go to the south and to the south-east. If the AP choose to go to the south-east, the path will eventually wind around for several-hundred feet before reaching Chamber 19 to the north.

"Two wrongs do not make a right."

Level 1 Giant Spider	
Height / Weight	160 lb.
Size	+0
Special Abilities	Night Vision
Skills	
Climbing	+14
Fortitude	+6
Stamina	+18
Swimming	+0
Tempo	+40
Toughness	
Physical	+1
Combat Modifications	
Fright mod	-3
OV (MÊ)	+2
DV	+11
Dodging	+2
Damage	D4 + Paralysing poison PL 9
HP	16
Weapon	Natural

Cobs, Lobs, and Spiders

The AP have ventured into a chamber which is home to D3 giant spiders. If the AP have a source of light, they will notice the spiders and their cobwebs relatively easily. Perception against DD 7. If the AP have no source of light, Perception against DD 15 is needed to avoid being attacked by the spiders. If they fail, the spider(s) will attack. The AP will not lose their DV MÊ for the first round, but they will lose their dodge bonus until the next round.

Should the AP defeat the spiders, they may do what they wish with the corpses. Perhaps there is a way to remove the poisonous sacks within the spiders for future use? Upon further inspection, the AP find the rotting, stinking corpses of two men wrapped in spider silk. There is an average quality iron mail-shirt on the ground (perhaps the spiders managed to pry it off their victim?) and behind them, next to some rocks, there is a brown rucksack. It contains the following items:

Five torches
Two cans of dried fruit
Two cans of dried beef jerky
An empty water skin (1 litre)
A pair of leather gloves
30 feet of hemp rope
An iron grapnel hook.

"No man was ever wise by chance."

Honourable Play

Not much can be known about the two corpses, except that they were men. Should the AP take the skulls and thigh bones, they may give the former men a proper burial. However, the corpses are not just skeletal, as they are in decay and have been partly eaten by the spiders…

The Path to the South

The path to the south leads to an opening with a sudden drop into a deep abyss. Anyone who wishes to test Perception against DD 18 may notice that there is a cavern entrance of some sort several feet below and the faint sound of what appears to be a river or waterfall some several hundred feet further below. The adventurer who manages to pass the Perception check also feels he hears the voices of *Dark Elves* far down below. Is there a hidden path which leads to the surface? Is there a settlement of Dark Elves far below with even more tunnels and possible dangers? Is it the home of Daegal and his fellow renegade Dark Elves? You as the MM can decide!

"What cannot be cured must be endured."

Beyond Chamber 19 to Chamber 20

Past Chamber 19, there is a tunnel which goes on for a few hundred feet to the north before coming across a chamber unlike all of the others thus far. In Chamber 20, the floor is made of marble stone and looks like a chessboard. There are eight marble columns which reach up to the ceiling of the chamber. There is an eerie, ethereal voice which continuously whispers things throughout the chamber, and even though the language is not Thulêan, it appears to be somewhat closely related. Rune Lore against DD 12 to understand that the words being whispered belong to the Elfish language. A critical success means the adventurer knows that the voice is *sorcerous* and has surely been lingering in the chamber for many, many years. Furthermore, it seems that the voice belongs to an Fairling. Reward any character for obtaining a critical success in this context.

Upon closer inspection, the AP notice the incredibly bizarre sight of three Rock Ettins running in slow motion in a circle. Perception against DD 8 to notice that the Rock Ettins are *eyeless*, yet despite this, they pass a single *Ettin-eye* to each other and take it in turns to look

through it before passing it on once more.

The Fairling Whispers

Unless the AP speak Elfish, they will not fully understand what the whispers are saying. If an Adventurer passes his Rune Lore skill check, he will understand the follow words: "Rock Ettins", "approach at risk", "eternal strife" "attack to break free". If the AP approach the Ettins (they will not attack unless attacked) within 20 feet, they must test their Fortitude against DD 8, so as not to fall under the effect of the sorcerous spell! A semi-success means the Adventurer must test his Fortitude again until he gets either a failure or a success. A failure means that the Adventurer will succumb to the effects of the extremely powerful spell and join the circle and run with the Ettins. This Adventurer is now effectively out of the game until the remaining members of the AP can find a way to liberate him. Adventurers gain 250 XP for seeing the Antediluvian structure for the first time.

Clever Play

Should the AP attack one of the Rock Ettins, the effect of the spell will be broken on it only. The

Ettin will then immediately proceed to attack the AP, and if it is carrying the Ettin-eye, it will drop it on the ground. If any adventurers that fail their Fortitude check and succumb to the effects of the sorcerous spell are later attacked, the effect of the spell will be broken provided that the adventurer receives damage.

Note: Adventurers and Rock Ettins that become the target of an attack maintain their normal MÊ DV value but lose their dodge bonus!

Ettin-Eye

If the AP somehow obtain the Ettin-eye and look through it, they will see the world as if they actually had Ettin-eyes! World Lore against 14 to understand that using the Ettin Eye can corrupt the race of Man. There is a chance that the Ettin-eye corrupts its wielder and turns him into a Manteratos! Cast a D20 each time anyone has been in touch with it. On the roll of a 1, he begins to turn into a Manteratos during his sleep and the processes finalises after D6 + 3 days.

"Fear the Ettin."

Rock-Ettin	
Height / Weight	500 lb.
Size	+5
Special Abilities	Ettin Eyes, Troll Nose
Skills	
Fortitude	+4
Stamina	n/a
Stealth	+12
Tempo	+30
Toughness	
Cold	Immune
Electricity	+3
Heat	+2
Combat Modifications	
Fright mod	-4
OV (MÊ)	+7
DV	+19 (+16 MI)
Dodging	+1
Damage (MÊ)	D10
HP	50
Weapon	Natural or Thrown Rock

"It is better to be alone than to be in bad company!"

From Chamber 20 to Chamber 21

To the north of Chamber 20, there is a tunnel that goes on for several hundred feet before leading to another dark, deep abyss. To the left, there is a very narrow path, which is rather dangerous in parts. Have the AP test Acrobatics against DD 6 every time they use the path back and forth. The path continues to the west for a thousand feet before finally turning around to face the north once more. Nevertheless, before it does, there are several small, cave-like, cavity openings in the rock large enough for a normal sized man to fit in comfortably. Perhaps the rock-cavities would make good places for the AP to sleep in if they need to rest? Or perhaps waking up to total darkness with a giant abyss before you would be rather nightmarish…

Further to the north, an eight-foot wide stone bridge goes on for seven-hundred feet until it gives way to a large archway. The air is rather cold and misty on the bridge. The sensation of walking on a narrow bridge with a death-drop below on either side should be somewhat harrowing, even for the most hardened of Thulêans. Perhaps the MM can have the AP test their moral to see how they are feeling? On the

other side of the bridge, there is a path that goes further underground until it eventually reaches a large cavern covered in plant life and geophytes. The AP can test their Foraging against DD 18 to see if they recognise any of the plants, but it is unlikely that they will have ever seen them before. Some of the plants emit eerie glows of green and blue light, providing the AP with plenty of light beyond the reach of normal torches. The plant life is incredibly healthy and the air is quite cool inside. Several hundred feet to the north, there is what seems to be a large beam of sunlight penetrating the roof of the chamber. If the AP decide to inspect, they will notice several vines leading up towards the hole, but the last section of the way up is particularly difficult in terms of inclination. If any member of the AP decides to eat one of the plants, they are granted with *night vision* for D6 hours. However, they must test their Poison resistance against D6 + 5.

Rope and Grapnel

If the AP have some rope and a grapnel in their possession, they can attempt to use them to latch onto something beyond the hole in the cavern

roof, which is more than wide enough for the grapnel to fit through. The hole in the roof of the chamber is about 40 feet above the ground. Any adventurer, who attempts to throw the rook and grapnel beyond the hole, must test his OV MI against 14. A natural roll of *3* or 4 is a critical failure, and might mean that the grapnel hits one of the AP on its way down; the MM can determine this randomly if all of the AP are huddled together. The target must test Acrobatics against DD 9 in order to avoid the grapnel hook. A semi-success might mean that the adventurer dives out of the way, but something in his rucksack breaks as a consequence. A failure means the target is struck by the heavy grapnel and takes 2D6 damage. A critical failure means the target takes 3D6 damage. Take any armour into consideration when working out damage, as well as checking for random item damage, cut & shock, etc.

A success or critical success means the grapnel securely lodges itself onto some boulders on the surface. A semi-success might mean that it latches onto place, but then falls to the ground harmlessly. Give that character +2 to his *following* OV MI roll. Once the grapnel is secure,

there is a continual Climbing DD 8 for scaling the rope until the top. The DD is reduced to 7 if the AP makes knots in the rope. An adventurer can climb around 10′ per round (20′ for a critical success).

A failure means the character makes no progress that round, whereas a critical failure means the adventurer falls down onto the **hard** ground (check the rulebook to work out any damage the unfortunate adventurer may receive). The Climbing DD should also be modified in accordance with equipment and gear carried by each individual adventurer. If climbing proves too difficult, they may have to leave something (i.e. a heavy iron shield) behind.

A semi-success might mean that the adventurer manages to climb 10′, but perhaps something attached to his belt (a pouch, for example) loosens and falls to the ground… the MM can decide.

Should the AP manage to make it to the top of the chamber, they have successfully exited the mine and the light banishes *The Depths of Darkness*. The adventurers can breathe in the

fresh air and rejoice in the knowledge that thralldom has come to its end for them.

Climbing the Vines

Climbing the vines towards the hole at the top of the chamber is certainly much more of a challenge than using a rope and grapnel. Especially towards the end, the vines leave any adventurer 40 feet suspended from the ground before reaching the opening.

The DD for each section of the vines is as follows: 8, 8, 10, and 12. If one of the AP members manages to make it out, he can assist the next climber at the *final* stage of the climb. Modify the DD by the Str. of the adventurer doing the assisting i.e. DD 12 is reduced to 10 if the adventurer has +2 Str. Once more, a critical failure means that the adventurer loses his grip, falls down to the ground, and takes damage in accordance to the distance fallen. A failure simply means he gains no ground nor loses any —try again next round. The MM should keep track of lost SP in accordance with climbing rules in the MYFAROG rulebook.

Beyond the Broken Bridge

If the AP make it past the Broken Bridge, a tunnel to the north will lead them on for a further two-thousand feet before the path splits into three: north-west, north, and north-east. The paths to the north-west and north-east lead to a dead-end with nothing of interest. The path to the north goes on for a further two-thousand feet, before branching off to the north-west and north-west, respectively.

North-West Path towards Chamber 22

The path to the north-west takes several minutes to walk and goes even further underground at a rather steep inclination. The air gets cooler and even rather misty, as it eventually opens up to an ancient and magnificently built stone archway door. At the top of the archway, there is an anvil with a lightning bolt above it and several Raiþô runes ("thunder", "ride"). World Lore against DD 18 to understand the AP are close to NebulahaimaR; the home of the deity Loki! Seiðr characters will believe that there is a very powerful spirit nearby.

The Rune that corresponds to *Raiþô*

If the AP understand that they are near NebulahaimaR, they should return with haste to whence they came! Even if they do not know where they are, the eerie mist and drop in temperature might be enough to put them off, but after all, adventurers are curious beings... Should they decide to enter through the archway, they will be immediately teleported into a magnificent hall with many Dark Elf workers carrying out a variety of tasks near a great forge that belongs to Loki. The party gain 500 XP for seeing the magnificent forge of Loki for the first time; a sight that only very few Thulêans see once in a lifetime. All of the Dark Elves look very similar in appearance to Daegal and they are all rather busy crafting armour, shields, and weapons. They notice the AP, but they are not concerned or threatened at all by the Thulêans. Towards the back of the huge and magnificent chamber, there is a very tall and elegant looking Thulêan woman (Hel).

Loki and Hel

Loki is a god of crafts and blacksmithing, and he is also the "Lord of the Dwarves" and known as "The Limping God". He is associated with the rune of Raiþô; lightning, light, and flashes of light. Hel is his daughter and she is currently in the home of Loki, who is not there. She is a goddess of death and passion, and she is known as "The Hidden" or "The Mistress of the Dead". She stands around 6'0 tall and she is rather powerfully built. Her skin is porcelain white; almost appearing a slight shade of grey or light-blue. Her long, straight, white hair hangs below her waist, and her facial features are finely shaped and well-chiseled - almost as if they had been made by a master craftsman.

Hel

Hel is somewhat amused to see that the AP have reached the dwelling of her father, Loki. If they have killed any creatures along the way, such as the wight, spiders, etc. she might see some potential use in the AP. If the AP have somehow captured Daegal or show Hel the head of the Dwarf Lord, she will be immensely impressed with them. World Lore against DD 15 to understand that the white-haired woman is

indeed Hel. She will eventually seek out the AP if they try to avoid her presence. She will talk directly to the adventurer with the highest Charisma; preferring to ignore characters with low Charisma. If anyone should insult Hel, she will scoff at their words and warn them not to do so again. If the same adventurer insults her a second time, she will cast a *Divine Curse* on him. If anyone should attack Hel, it is likely that she will retaliate and probably kill the adventurer with one swing of her mighty icicle-shaped sword. Hel is aware of the activity in the mine and she is in fact rather impressed with Eirik's efforts to cause chaos and destruction. With that being said, she recognises that the AP are not as powerful as Eirik, though they may one day be. It is from here that she proposes some options to the AP.

Option One: Hel tells all religious characters to denounce their favourite deity and any friend deity, and then show worship to her. Seiðr characters must give up their life stance in order to worship Hel. Some characters may lose their character Role if they begin on the path of worshipping Hel! The condition for worshipping Hel is that they become her servants and must

carry out her bidding, which
includes praying to her every day. If the AP accept, each member will be given a *Divine Gift* and some Loki quality weapons and armour of their choice to help them begin their new unsympathetic, unThulêan way of life. If the AP end up worshipping Hel as their deity, she might ask them to eventually join up with Eirik with a view to joining the pirate outfit.

Option Two: Hel will release the AP provided they can do well in a game of riddles (using World Lore). She will provide the AP five riddles; if they solve three or more, she will allow them to walk free. If the AP solve fewer than three riddles, she will choose one of the AP members at random and execute him on a D6 roll of 1–3 or cast a *Divine Curse* on him on a 4–6. If the remaining AP members do not protest, she will let them go free and then reward each one with the following equipment of Loki quality (See P.69 of the MYFAROG rulebook): A weapon (each AP member may choose one) a bronze mail shirt, and a medium bronze shield *or* a bronze helm (three items in total). Hel then opens the door covered in Raiþô runes and tells the AP that they are free to attempt to escape (or

perhaps even head back to the mine and seek vengeance). If any members of the AP are carrying rucksacks or shoulder sacks, they will notice they seem heavier than before they entered the home of Loki. Upon inspection, they will each find seven torches and two day rations. If the AP solve Hel's riddles, she will grant them all the rewards listed above.

Option Three: Hel calls some of Loki's Dark Elf servants to bring over some armour and weapons. The AP can put on the armour and arm themselves on the condition that they fight Hel afterwards.

Option Four: If there any female members in the AP with a positive Cha, Hel will propose to turn them into *Huldas*! If they agree, and there is no protest from within the AP, Hel will proceed to turn those in question into Huldas. The AP will then be given the weapons and armour as mentioned in Option Two before being allowed to walk away and attempt to escape. Depending on which option the AP choose, the game will take a severe twist in fate and open up many more paths for future adventures. Hel will give the AP five minutes to decide their fate, as she

returns to giving orders to the Dark Elf servants.

The Riddles of Hel

Five riddles will be asked in turn by Hel and only one member of the AP can answer the riddle each time. The AP must choose just one member for each riddle. The same adventurer can be chosen to answer each riddle if the AP decide that is the best thing to do. If nobody in the AP has World Lore as either trained or a character role skill, they may be in serious trouble.

Riddle 1: DD 8 **Riddle 2**: DD 12
Riddle 3: DD 10 **Riddle 4**: DD 6
Riddle 5: DD 14

"Cowards may die many times before their deaths."

Hel, Level 40 Deity	
Age	Immeasurable
Height / Weight	6 ‘ 0 / 160 lb.
Size	+0
Attributes	
Cha.	+4
All others	+3
Skills	
All Skills	+10
Toughness	
Cold	+2
Electricity	+2
Heat	Immune
Physical	2 + 1 (Enchanted) + Armour
Disease	Immune
Poison	+12
Combat Modifications	
Fright mod	-8
OV (MÊ)	+9 + 1 (Enchanted)
DV (MÊ)	+18 + 1 (Enchanted)
Dodging	+5
DV (MI)	+20
HP	58
SP	20
Weapons	
Aurichalcum Long Sword	
Damage	D10 + 1 (Enchanted)
DV	+1 (Enchanted)
Cut / Shock	-2 / +2
Initiative	+2
Armour	
Aurichalcum Mail	AV 5

“Big trees grow from small seeds.”

The Power of Will
Remind players that they can use The Power of Will should they have a positive Wil. modifier and find themselves in a situation in which the extra D6 might make all the difference!

Curses and Gifts	
D6	**Divine Curses**
1-4	Divine Enemy
5	Unfulfilled Love
6	Plague
D8	**Divine Gift**
1-2	Divine Friendship
3	Fulfilled Love
4	Replacement Item
5	Apple
6	Spell Item
7	Child
8	Potion of Power

Hel can cast all the spells HadnuR can cast, unless otherwise stated.

North-East Path towards Chamber 23

To the north-east, there is a path that leads onwards for several minutes before opening up to a rather large chamber covered in stalagmites with two crystal-clear pools of water; to the left and right of the chamber. If the AP check the pool on the left, Perception against DD 8 is

needed to spot something metallic glowing at the bottom. Two successful Swimming checks against DD 8 are required to reach the bottom of the pool and prize away the metal, which is 5D6 ounces of silver. By the second pool, there are two skeletal remain with a below average short-sword and a leather rucksack in good condition. There is a journal of sorts with an X rune symbolising *Gebô*. World Lore against DD 10 to realise that the two skeletons were once members of *The Gardeners*. Should the AP try to read the journal, they will need to test Rune Lore against DD 12.

The journal reads as follow:
"We are getting close to this deviant of dark arts and have been tracking some cultists for a while now. We met a small group of Fairlings, not far from here, who showed us a way in here. The Fairlings refused to enter. Lochlan and I managed to kill five of the cultists – the others fled. Lochlan feels there is something unnatural near the pool of water where I write this – I suppose soon we will find out."

The Mysterious Pool of Water

If the AP peer into the pool of water, they will notice an eerie turquoise glow that stems from a

tunnel 30 feet from the surface, and a further 20 feet through the tunnel to the east until a new chamber is discovered. This makes a total of 50 feet back and forth. An adventurer can swim 10 feet plus his Swimming proficiency per round but also loses 2 SP per round whilst swimming underwater. See the Swimming skill section for more details. Any adventurer who wishes to swim to the mysterious chamber must test Swimming twice against DD 8. There is enough light from the unknown source to guide the AP along and up the tunnel, leading them beyond the rock-face to the east of Chamber 23. The mystery chamber is lit up by the same eerie turquoise light that is emitted from thousands of small glow-worms. The chamber is about the same size as a normal-sized room in a Thulêan dwelling. There is a finely made oak table against one of the walls and a comfortable looking oak chair. On the table, there is a skull with long hair, and above it there is a drawing of a middle-aged woman. There is a journal on the table. If the AP look inside, they will understand what is written on a Rune Lore check against DD 16. It seems to be diary of somebody and the runes are written in what appears to be blood...

There is a strong wooden door with a metal frame to the east of Chamber 23. Mechanics against DD 20 to open the door. Otherwise, they will need a metal-headed concussion weapon to try to force the door open. Should the AP somehow succeed, a path will lead on to east for around three kilometers and it takes them to a somewhat secluded bay. The open world of Thulê is presented to the AP. Next to the table in Chamber 23, there are two wooden chests and a bed. If the AP look inside one of the chests, they will find the human bones of many poor victims. In the other chest, the AP will find the following:

Two bottles of red wine

A woolen cloak (wolf fur)

Some black robes of the Hashashin Cult

Two glass vials containing black poison DD 13. World Lore +1 needed to know what it is

Sixty pieces of parchment paper, a bone quill, and five small glass vials containing blood.

A human skull

Thirty metres of rope and a grapnel hook

A black hat with a drawing of a middle-aged woman attached to the inside at the top.

"All madmen are not the same."

Towards the back of the chamber, there are some stone steps which lead upwards towards a wall. There, the AP will see a massive boulder, which seems to have been placed in the wall by someone or something. There is a small gap, which allows some light to enter into the chamber, so the AP can assume that there is daylight on the other side (provided it is during the day). If the AP wish to push it, they will need to test Strength against DD 18. Use the highest Str. modifier of the adventurers who decide to push and add +1 for each adventurer that pushes, provided they have at least Str. +0. Two stamina points are lost each round for pushing the boulder. If the AP are successful, the boulder is dislodged and rolls into a small crater in the earth. Daylight floods through the hole and the bright light (if during the day) temporarily blinds the AP. They may rejoice, however, as they have escaped! If the AP wish to investigate the boulder, World Lore against DD 16 is needed to realise that the boulder was actually a *meteorite* and may therefore contain Aurichalcum! If the AP still have a pick-axe with them, they can attempt to mine it for ore, which should take D3 hours. Roll on the D20 chart to see how much Aurichalcum the meteorite

contains. See paragraphs two and three on the next section for the ending of this Myth.

Escaping Chamber 23

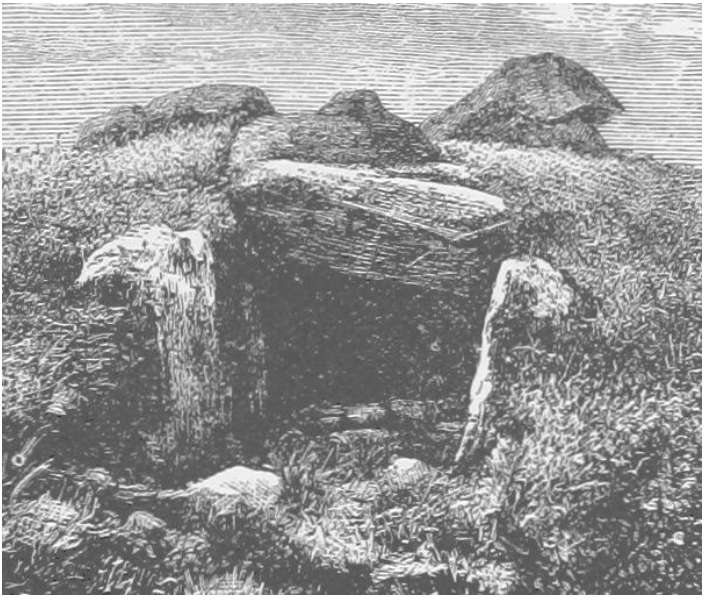
If the AP successfully make it out of the hole in Chamber 23, they will find themselves on a grassy highland with plenty of large rocks and boulders. To the north and south, there is a ridge on the hills and it heightens to the north. Perception against DD 10 to notice a structure to the north. If the AP choose to investigate, they will come across a rather large and ancient looking dolmen (Each adventurer gains 250 XP). It is partly built into a grassy hillside and has large boulders both on the outside and inside of the structure.

"There are two choices; survive or perish."

The AP has done very well to have escaped this difficult Myth and they should have gained a good number of experience points, which they can use to level up on the next Saturday. First, they must ensure their immediate survival out in the wilderness on Source Island, possibly by finding shelter, fresh water, and hunting game animal. From there, who knows what will

happen to the AP? You as the MM can use this Myth Module as an inspiration (hopefully) for a campaign setting. If Clovisa and Gann are with the AP, perhaps they could be used by new players or used as replacements if any of the original player characters were lost during the Myth. Of course, the AP may decide to bide their time and make an assault on the harbour and mining encampment when the timing is right. If the AP come across the mystery chamber with the diary of Suômýnorué, perhaps there might be a way to track him down, which might lead to a further confrontation with Yissacha.

Good luck and have fun!



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